



# CLOSE QUARTER BATTLE

*In [cqb-team.com](http://cqb-team.com)*

## CLOSE QUARTER BATTLE

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Battles that occur at close quarters, such as within a room or hallway, must be planned and executed with care. Use room clearing techniques when the tactical situation calls for room to room clearing with enemy combatants and non-combatants. Units must train, practice, and rehearse the techniques until each team operates smoothly. Each operator must understand the principles room clearing, such as surprise, speed, and controlled violence of action.

### **Surprise**

The key to a successful assault at close quarters. The entry team clearing the room must achieve surprise, if only for seconds, by deceiving, distracting, or startling the enemy. Sometimes stun grenades are used to achieve surprise. Surprise is when your entry is not compromised

### **Speed**

This provides a measure of security to the clearing team. Speed allows the operators to use the first few vital seconds provided by surprise to their maximum advantage. Speed is moving only as fast as you can shoot.

### **Violence of Action**

This eliminates or neutralizes the enemy while giving him the least chance of inflicting friendly casualties. Violence of action is not limited to the application of firepower only. It involves a operators mind-set of complete domination. Each of the principles of precision room-clearing has a synergistic relationship to the others.

If you don't have speed and surprise you can't have violence of action.

## **BASIC**

Most missions will require using a combination of stealth and dynamic techniques. Stealth being a slow and quiet approach to the area to be cleared. When all are in place and if not compromised, you switch to dynamic techniques with speed, surprise and violence of action. Room clearing is generally accomplished using a four man team. Entry does not always require four operators. If a specific room is too small or there are less than four operators, the room may be cleared with less. However, never clear a room with less than two operators and 1 to provide backup. Choose the entry technique based on the mission, layout of the room and the teams ability. The term point of domination refers to the two corners of the room assigned to the numbers 1 and 2 operators. These points allow the team to gain control of the objective. Each team member is assigned a different, but interlocking field of fire / AOR (Area Of Responsibility). This ensures mutual supporting fires. CQB is dynamic in nature. When completed with precision, it overwhelms the enemy and allows the team to move on to the next objective very quickly. When a room is cleared, the exiting procedure for leaving the room varies depending on the location of the entry point.

### **Read systems and no read systems**

The two different types of entry options are read systems and no read systems. In no read systems the direction to move in the room is predetermined. In read systems you have to watch the operator in front of you and then go to the opposite direction:

### Predetermined

Some teams use the technique of predesignating which way each man will move after entering a room. For example. First man always goes left, the second always goes right, or vice versa.

### The path of least resistance

Others like to use "the path of least resistance". In most cases it means that the first man moves across the doorway, into the room, and does not make a turn around the doorframe, clearing the fatal funnel as fast as possible, if the placement of furniture permits. Path of least resistance is determined initially based on the way the door opens; if the door opens inward he plans to move away from the hinges. If the door opens outward, he plans to move toward the hinged side. Upon entering, the size of the room, enemy situation, and furniture or other obstacles that hinder or channel movement become factors that influence the first operator's direction of movement.

### Immediate threat

Another method is to allow the first man to pick his direction based on immediate threat. The partner then takes the opposite side of the room. This can only be done once the assault has been initiated.

### Buttonhook

First operator always make a turn around the doorframe, clearing a large portion of the room while entering. The second operator then moves across the doorway and clears the hard corner. If the first operator sees a threat when he enters he will move to it and the second operator will take the opposite AOR of the room.

### **The Stack up**

Once the approach to the room or building is completed, the team stacks in a single file to ease the flow into the room, parallel to the outside wall. Muzzle discipline and awareness is vital. The first operator provides security on the entry point. This point is normally a door. The second operator provides security to the front of the team. The number 3 and 4 operator cover opposite threat areas in the stack, and if none exist the weapon is placed in ready position. Operators shut get as close as possible to the operator in front of him. A support element shut cover the rear of the entry team.

When the situation allows, it is important to ensure that each team member is prepared to enter the entry point to the room before the assault. This is achieved while in the stack position.

When operator number 4 is ready, he squeezes the shoulder of operator number 3 with the non firing hand. This action continues up the line. When the signal reaches operator number 1, he knows that the rest of the team are ready to follow him into the room. If the team decides to use a flash grenade the number 2 man shows this grenade to number 1 man instead of squeezing the shoulder. (The grenade is shown to the front man, by holding it up in front of his eyes, while he continues to provide cover).

If someone inside opens the door before this sequence is completed, the team will immediately enter the room.

If the team uses the technique of predesignating, the operators shut stack tight with the weapon oriented in the direction he will move when he enters the room. If he is to clear to the left, his weapon will be on the left side of the operator in front of him. This ensures rapid target acquisition without sweeping his weapon across the body of the man in front.

## BREACHING

A part of room clearing is the ability to gain access quickly to the rooms to be cleared. Breaching techniques vary based on the type of construction encountered and the types of munitions available to the breaching element. Techniques range from simple mechanical breaching to complex, specialized demolitions. A closed door is considered locked in all cases when a breacher is present, assuming the breacher has the means available to defeat the lock. Once the other team members are stacked, the breacher moves to the door and breaches it on the signal of operator number 1. The breacher then steps back in order to clear the path for operator number 4. If no breaching equipment is available, a quick attempt to open the door, from the side may be made. If the door is locked, kick it open. However, this should be the last choice for defeating a locked door. Kicking generally requires more than one attempt to defeat the lock. After the first attempt, the breacher's chances of drawing fire through the door are significantly increased.

## ROOM ENTRY

The entire team enters the room as quickly and smoothly as possible and clears the doorway immediately. If possible the team moves from a covered or concealed position already in their entry order. Ideally, the team arrives and passes through the entry point without having to stop.

The door is the focal point of anyone in the room. It is known as the fatal funnel, because it focuses attention at the precise point where the individual team members are the most vulnerable. Moving into the room quickly reduces the chance anyone will be hit by enemy fire directed at the doorway. The team may choose to create a diversion (use a stun-hand grenade) to momentarily distract the defender while it enters and achieves domination of the room.

On the signal to go, the clearing team moves through the door quickly and takes up positions inside the room that allow it to completely dominate the room and eliminate the threat. Team members stop movement only after they have cleared the door and reached their designated point of domination. Each member of the team must know his sector of fire (AOR) and how his sector overlaps and links with the sectors of the other team members. Team members do not move to the point of domination and then engage their targets. They engage targets as they move to their designated point. However, engagements must not slow movement to their points of domination. Team members may shoot from as short a range as 1 to 2 inches. They engage the most immediate enemy threats first. Examples of immediate threats are enemy personnel who are:

- Armed and prepared to return fire immediately.
- Blocking movement to the position of domination.
- Within arm's reach of a clearing team member.
- Within 3 to 5 feet of the breach point.

## CLEAR A CONNECTED ROOM

### Open door:

If the door to the connected room is open, and a threat is identified in the room, it may be engaged from the cleared room. Once this firing has stopped, the SITREP will be restarted if necessary. The team stacks in preparation for entry into the next room. When the team leader declares the first room clear, the team will automatically stack on the entrance to the next room. If the team is spread out in the room, crossing the doorway would not only place a soldier in the fatal funnel unnecessarily, it could also mask the cover fire other team members. Therefore it might be necessary to stack up on both sides of the door.

### Closed door:

Standard room clearing SOP.

## CLEAR A FLOOR

When clearing a single floor complex, the principles discussed in room clearing and connecting room clearing are used. The only added features are the hallways and an additional teams.

## CLEAR A STAIRWAY

When multilevel structures are encountered, stairs become an added obstacle that will require manoeuvre. One of the more dangerous stair situations that a team is likely to encounter is a stairway with a turn between floors. Besides the blind spot at the turn, these stairways often have a loft that overlooks the bottom portion of the stairway. If the team is ascending, the number 1 soldier (as always) provides security to his direct front. Soldier number 2 secures the top row of stairs. Soldier number 3 secures the loft area. If a loft area does not exist, soldier number 3 secures the top of the second row of stairs. If the team is descending, each soldier has the same area of responsibility, except that the bottom of the stairway is secured, as opposed to the top.

Stairs with split level landings that have a space allowing one to see up through to the top from below should be cleared as follows:

The first operator stands on the first level looking up covering the space between the stairs as the second operator takes Point and clears ahead of the Train to the next landing, where he stops and also takes up an upward cover position. The train moves up the stairs past the first operator who falls in at the rear. He is now the last man. He will fall in walking backwards covering the rear. Once the train reaches the second operators position, the operator in front of the train takes over the point and moves to the next landing while the second operator now covers the space above the moving Train. During movement, the Train always moves close to the wall, under the staircase, to stay out of sight and enemy-fire. Those covering the movement must stand in view so that they can see through the spaces to the top and bottom of the stairs.

Internal Stairs with no gap between the stairs are normally cleared using a I man clearance. An operator will clear ahead of the Train.

External stairs primarily are located on a main superstructure. The best method for clearing stairs is with a four man clearance team. The standard operating procedure is as follows: Left, right, forward, and back. The number 1 man always clears left, number 2 man always clears right. Number 3 man in the stack clears forward. The number 4 man clears back. This way 360 degrees of security is maintained.

## COMMUNICATION

When the room has been dominated, communication is required between the team members in order to clear the room quickly and move on to the next objective. Whether scanning the room or providing security on possible threats, the team members cannot shift their attention around the room to ascertain the current situation. To solve this problem, the team leader calls for a status when he determines that no immediate threat exists. This status or situation report consists of each clearing operators current condition and any possible threat in his sector. The number 1 operator states his situation to the rest of the team. The number 2 operator follows with his report and so on down the line. The team leader absorbs all this information and then gives directions based on the information. The conversation should be at a level that each team member may hear, but no louder. If operator number 1 fails to sound off, operator number 2 states his status. If operator number 1 is down, the team will know it. If soldier number 1 fails to sound off due to a mental lapse, he may give a SITREP once the other team members have given theirs.

## SECURE UNKNOWNNS

The clearing team secures and identifies all personnel found in a room or building that is being cleared. Until identified, they approach non combatants in the same manner as combatants.

## GENERAL RULES

No matter what the room configuration, there are a few rules that should always be adhered to. These rules include the following:

Know that it does not matter if the person in front of you goes the wrong way when entering the room. Just go the opposite way of the operator in front of you and it will work out.

Enter the room as quickly and smoothly as possible and do not waste movements. Remember smooth is fast. The faster each team member picks up its initial point of aim, the more difficult it becomes for the defender. Even a prepared defender can be caught off guard.

Clear (do not stop) the fatal funnel. The number 3 and number 4 soldiers are especially prone to stopping in the funnel.

Ensure that the doorway is completely cleared before assuming a final position in the room.

Stay focused. Never stop scanning your sector for targets unless:

You identify a threat in your sector. This threat could be an open door leading to an uncleared room, a person in the room other than one of the team members, an obstacle that cannot be cleared visually from your position, or anything else that you may determine as a threat. If such a threat exists, provide security for the team by covering it with your weapon. You are ordered by the team leader to perform another task.

Ensure that if you fall down while entering the room, you stay down and do not move. Do not get up until a team member places his hands on you and lifts you up. If a team member arbitrarily gets up, he may become an impediment to the rest of the team's movements. Another possibility is that he would rise into the path of a team member's bullet.

Rehearse communication. As stated above, speed and momentum will make or break this type of action. Poor communication techniques will slow your building clearing to a crawl.

Ensure that each team member knows the procedures for each position. After the first room is cleared in a multi room objective, a team member may find that he is in a different position in the stack than when the assault started.

The team leader should always attempt to avoid being the number 1 soldier when entering a room. This can normally be accomplished, but in some situations it will be unavoidable.

Ensure that you never enter a room alone. Two personnel are the minimum room-clearing team. If two soldiers are entering a room (either due to the size of the room or attrition), they should assume the number 1 and number 2 soldiers' positions.

Ensure that you never flag a fellow team member. Flagging is defined as pointing your weapon at or sweeping your weapon across another team member. Muzzle awareness, at all times, is imperative.

**Short Reminder:**

- Move tactically and silently while securing the corridors to the room to be cleared. Carry only the minimum amount of equipment.
- Arrive undetected at the entry to the room in the correct order of entrance and be prepared to enter on a single command.
- Enter quickly and dominate the room. Move immediately to positions that allow complete control of the room and provide unobstructed fields of fire.
- Eliminate the enemy in the room by fast, accurate fire.
- Gain and maintain immediate control of the situation and all personnel in the room.
- Confirm whether enemy casualties are wounded or dead. Disarm and segregate the wounded. Search all enemy casualties. Handcuff everyone.
- Perform a cursory search of the room. Determine if a detailed search is required.
- Evacuate all wounded and any friendly dead.
- Mark the room as cleared using a simple, clearly identifiable marking according to the unit SOP.
- Maintain security and be prepared to react to more enemy contact at any moment. Do not neglect rear security.





## ENTRY TECHNIQUE

There are no fail safe entry techniques, there are many correct ways to do entries, but all techniques have pros and cons. In the column to the left you will find many different CQB techniques, simply select one by clicking on it.

To protect the units that helped provide this info, the detail in each technique is not described. There is no information about how the team must behave after they are in control of the room. This will confuse more then it will benefit.

Not all techniques are useful for a specific team. Take the techniques that work for your unit and forget the rest.



The position of an operator before he moves.



The final position of an operator in the room.



The route of an operator.

"1"

The operators number in the entry.

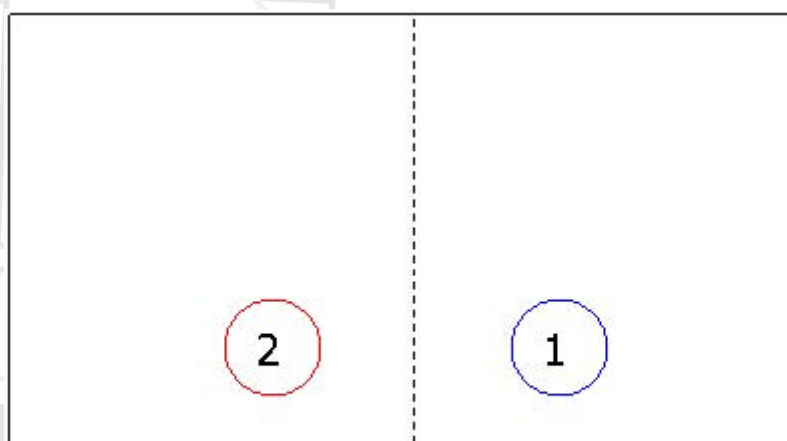


## AOR / AREA OF RESPONSIBILITY

An important aspect of room combat is the use of areas of responsibility, or individual AORs.

By dividing a room into pie like sections, the room can be cleared far faster than when all operators try to cover all areas at the same time.

If there are 2 operators in the room they each have 50% of the room. But if space allows and there are 4 operators they only have 25% of the room each.



Some teams use the technique of predesignating which way each man will move after entering a room. For example: First man takes left, the second right, or vice versa.

Others like to use “the path of least resistance”. In most cases, it means that the first man crossover in the door to maintain his speed if the placement of furniture permits. Path of least resistance is determined initially based on the way the door opens; if the door opens inward he plans to move away from the hinges. If the door opens outward, he plans to move toward the hinged side. Upon entering, the size of the room, enemy situation, and furniture or other obstacles that hinder or channel movement become factors that influence the first operators’ direction of movement. The direction each man moves in should not be preplanned unless the exact room layout is known.

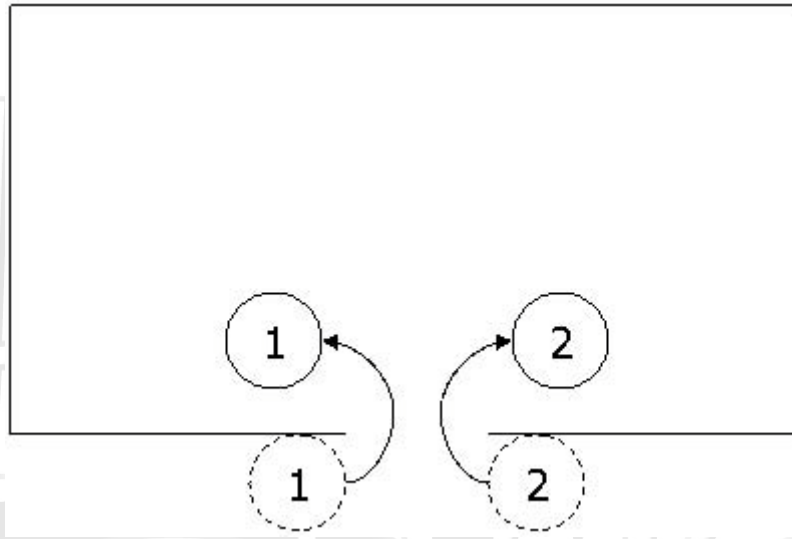
Another method is to allow the first man to pick his direction based on immediate threat. The partner then takes the opposite side of the room. This can only be done once the assault has been initiated.

The only time a shooter will cross shoot into his partner's sector, is when that shooter has cleared his side of the AO and is needed to support the other shooter. A shooter may also cross shoot when his partner's primary weapon malfunctions in the face of imminent danger.

# BUTTONHOOK

## **Description:**

A room-entry technique in which 2 operators quickly and aggressively steps around the doorframe and well to the inside (that should be out of the "fatal funnel" zone) to the respective door facing to which the operator was originally lined up beside.



## **Pros:**

- It is a very fast technique because the 2 operators go through the door at the same time.
- The operators are clear of the fatal funnel in a very short time.

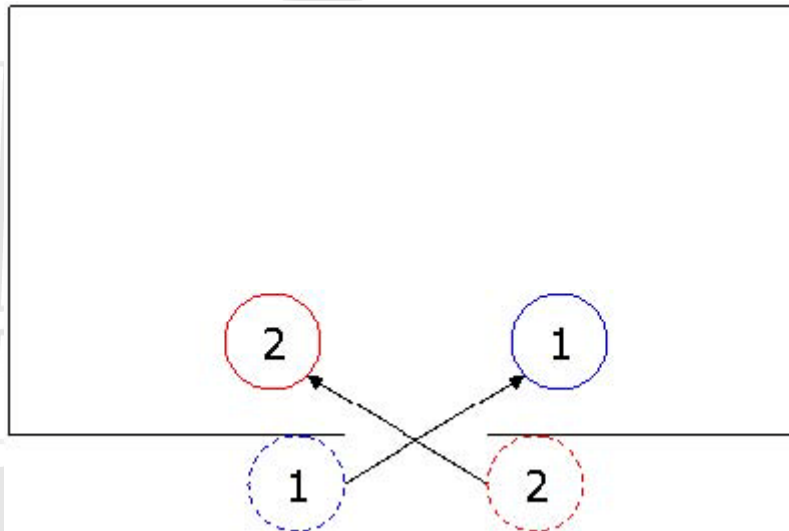
## **Cons:**

- The opening has to be big enough to allow both operators to go through at the same time, so they don't bump in to each other.
- One of the operators might have to go paste the door to get in position, which might reveal the team.

## CROSSOVER / CRISSCROSS

### **Description:**

A room-assault technique in which each operator makes entry by rapidly crossing through the doorway (well out of the fatal funnel) to a position inside, and opposite of where the operator began his entry.



### **Pros:**

- Each operator can see a big part of his AOR before he enters the room.

### **Cons:**

- It takes much practice to time the movement so that it is fast but the operators don't bump in to each other.
- The operators can be exposed for crossfire from each other's weapons.

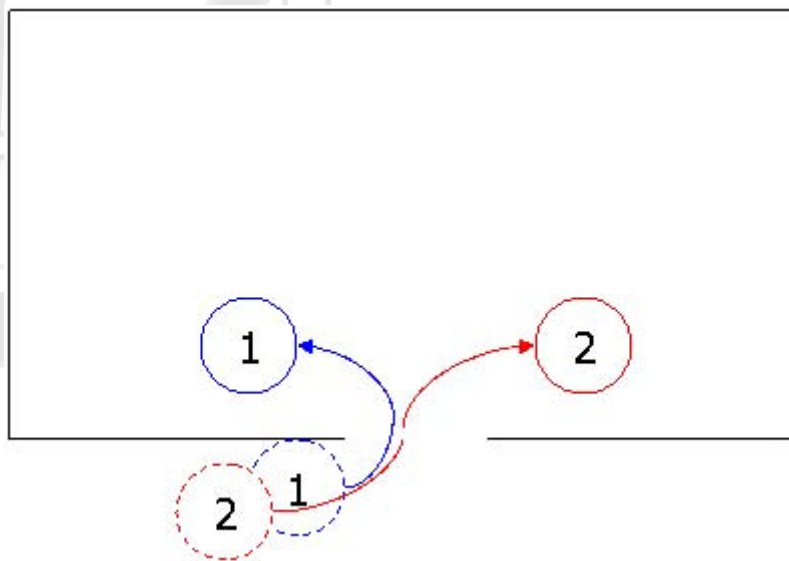
## MODIFIED

### **Description:**

The room-entry technique for use when operators must enter the doorway from the same side for example: If breaching is required.

The "modified" incorporates a combination action of the "crisscross" and the "buttonhook" entry techniques.

It is performed with one operator traversing across the entry point (fatal funnel) to an inside doorway position opposite from the outside door facing where the movement began. The other operator executes a buttonhook maneuver inside the same-side door facing from his or her original position, or vice a versa.



### **Pros:**

-It is a good way to move as a team, it will be more fluent specially if there are many operators that are going in the room.

### **Cons:**

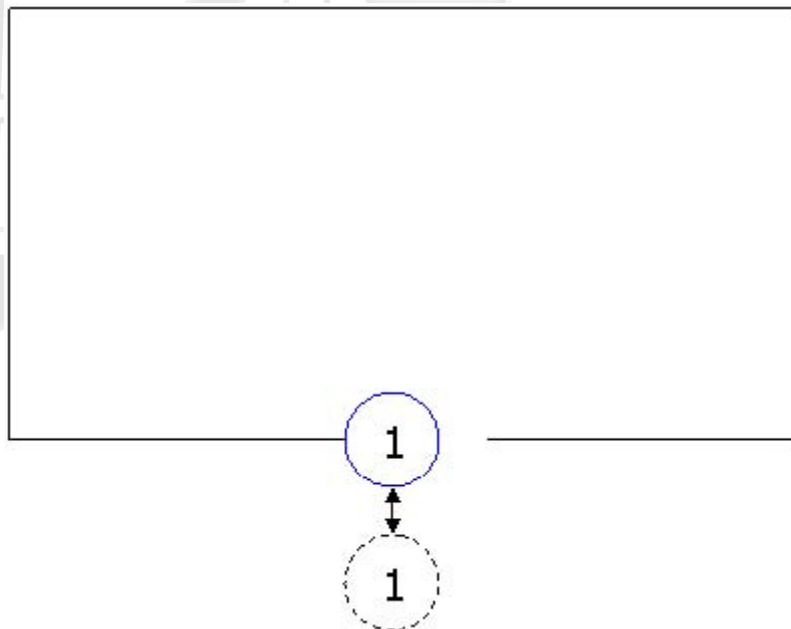
- Not as quick as some other dynamic methods.
- It takes practice to make the team move at the same time.

## QUICK-PEEK TECHNIQUE

### **Description:**

A quick look procedure aimed directly into a possible high-threat area where a perpetrator may be concealed. This hasty glimpse method is designed to expose only the operators' eye position for a moment, with a quick observation into a non-cleared room or area, without creating additional jeopardy. One cautionary rule to remember is that once a quick peek is taken at one height, if it is to be repeated it should be done from a different height or position, as the perpetrator may shoot at the last point where the peek occurred.

This technique is developed in Israel where most walls are made of solid stone, so if the operator is detected there is little chance that the perpetrator's weapon can shoot through the wall.



### **Pros:**

-The operator has a chance of spotting if there is a threat in a corner, without having to enter the room.

### **Cons:**

-The operator will almost for certain be detected if there are opponents in the room, which will make the team's element of surprise, vanish.

-If it is dark in the room it can be very difficult to spot a threat, without the use of light.

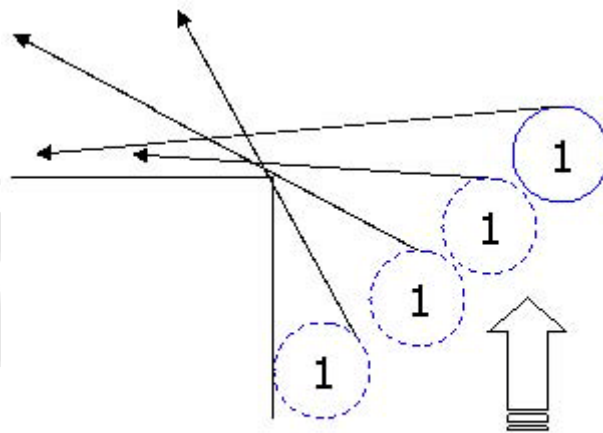
-If an enemy starts shooting against the wall, the chance of the wall being solid enough to protect against projectiles from hand guns is very little.

## PIE-SLICE TECHNIQUE

### **Description:**

A maneuvering procedure that allows the gradual observation around a corner or other obstacle where a perpetrator might be hiding in ambush. This technique permits the slow, cautious viewing of an uncleared area involving an angular obstruction while maintaining a margin of safety for the operator.

By staying quiet and revealing very little of himself (only head and weapon) and by maximizing the space between the operator and the corner the operator gains better reaction time and minimizing the risk of a perpetrator reaching for the operators' weapon.



### **Pros:**

-The operator has a chance of moving undetected round the corner.

### **Cons:**

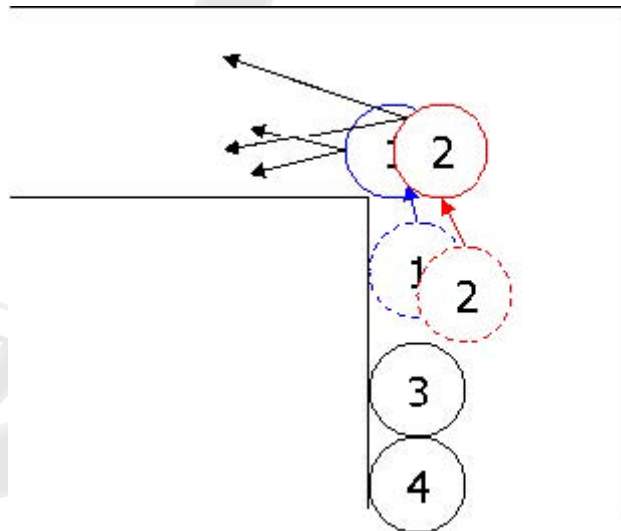
-It is a very slow technique.

-There is no guaranty that the operator will see the opponent first. The best to hope for is 50% chance.

## HIGH-LOW

### Description:

A two-man cover technique in which one operator is standing upright and directly behind another who is in a crouched position. This clearing procedure allows firearms coverage in either moving or stationary positions with the operators' weapons focused simultaneously upon one point or area. Also, the same technique is used if an operator has a stoppage in his primary weapon.

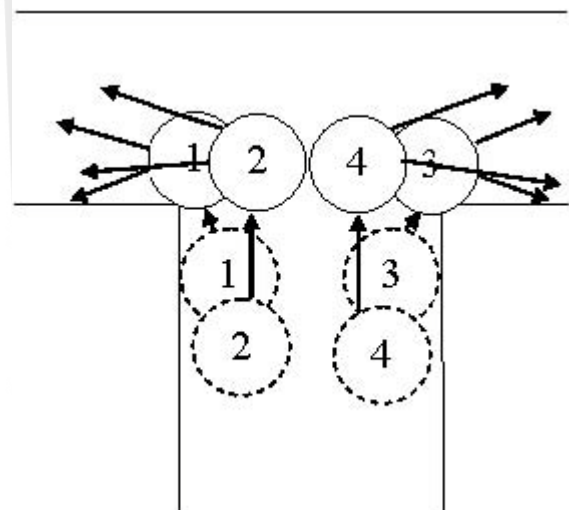
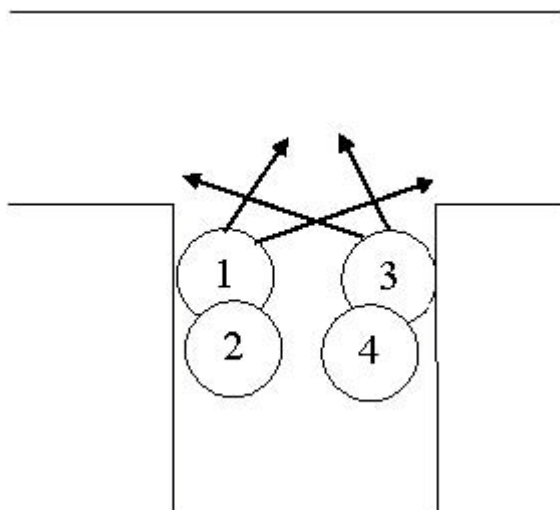


### Pros:

- This is a very fast technique to clear a corner.
- If there is a threat he is forced to shoot at one of the operators. He can't engage both at the same time, this hesitation allows the operators to take the first shoot.

### Cons:

- It takes practice to make the team move at the same time.
- This technique is also used when a team needs to clear a T-intersection.





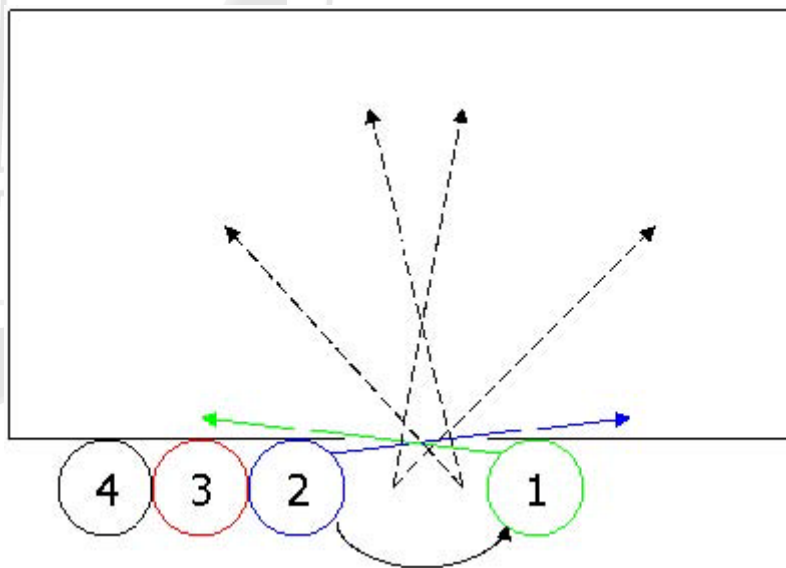
## LIMITET PENETRATION

### **Description:**

Limited penetration is another technique that can be used where operators don't initially enter the room.

This technique uses the Pie-Slice Technique.

Each operator is, positioned on either side of the door frame, then they pie around the door frame, into the door opening (fatal funnel) to engage and neutralize any threats that may be present in the room. This tactic is often utilized when there is a high probability that a threat does exist inside. The limited penetration method exposes only a very small portion of the officer's head and upper body to the potential threat.



### **Pros:**

- Operators have cover/concealment.
- Can initially clear majority of the room without entering.

### **Cons:**

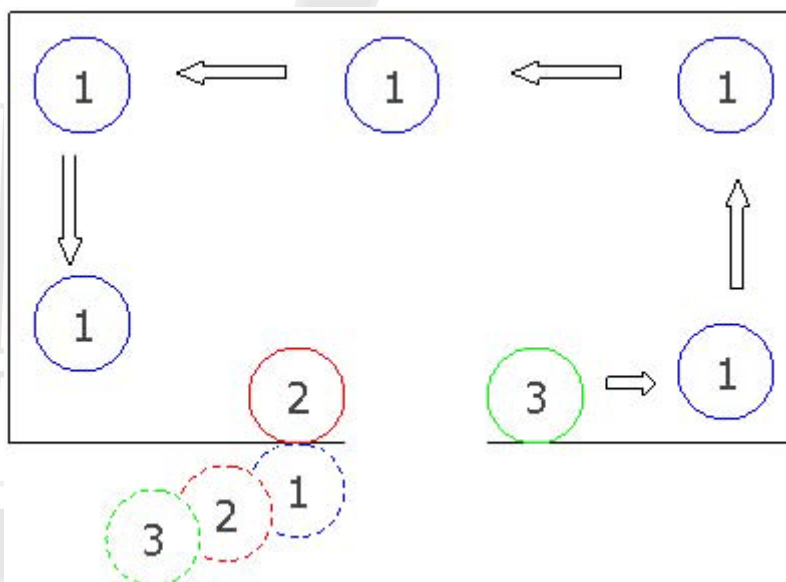
- Team is compromised after performing limited penetration.
- The unit still has to enter the room.
- Initially can only employ two operators.

## WEDGE

### **Description:**

3 operators enter the room.

The first operator starts moving around the wall clearing the room while operator 2 and 3 position them self on both sides of the door against the wall.



### **Pros:**

- Nr. 1 clears the entire room while moving around the wall.

### **Cons:**

- The operators can be exposed for crossfire from each other's weapons.
- Movement around the wall can be difficult depending on the possession of furniture in the room.
- Nr. 1 might have to move past doors that cannot be covertly efficient by the other team members.
- It might be difficult to help Nr. 1 if he has a stoppage or if he gets shot at in the other end of the room.

## DELTA WEDGE

### **Description:**

The first operator enters the room and eliminates the immediate threat.

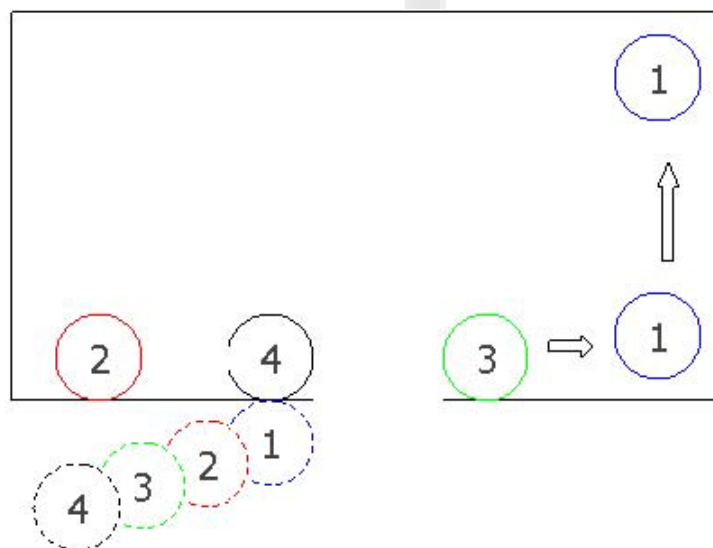
He has the option of going left or right, normally moving along the path of least resistance to one of two corners. When using a doorway as the point of entry, the path of least resistance is determined initially based on the way the door opens; if the door opens inward he plans to move away from the hinges. If the door opens outward, he plans to move toward the hinged side. Upon entering, the size of the room, enemy situation, and furniture or other obstacles that hinder or channel movement become factors that influence the first operator's direction of movement.

The direction each man moves in should not be preplanned unless the exact room layout is known. Each man should go in a direction opposite the man in front of him. Every team member must know the sectors and duties of each position. As the first operator goes through the entry point, he can usually see into the far corner of the room. He eliminates any immediate threat and continues to move along the wall if possible to the first corner, then he move along the connecting wall to the second corner where he assumes a position of domination facing into the room.

The second operator moves in the opposite direction almost simultaneously with the first, following the wall and staying out of the center. The second man must clear the entry point, clear the immediate threat area, clear his corner, and move to a dominating position on his side of the room.

The third operator simply goes opposite of the second man inside the room at least one meter from the entry point and moves to a position that dominates his sector.

The fourth operator moves opposite of the third man and moves to a position that allows him to dominate his sector.



**Pros:**

- The team clears most of the room while entering.

**Cons:**

- The operators can be exposed for crossfire from each other's weapons.
- Movement around the wall can be difficult depending of the possession of furniture in the room.
- Nr. 1 might have to move past doors that cannot be covert efficient by the other team members.
- It might be difficult to help nr. 1 if he has a stoppage or he gets shoot at in the other end of the room.

## SYSTEMATIC HIGH-LOW CROSSOVER

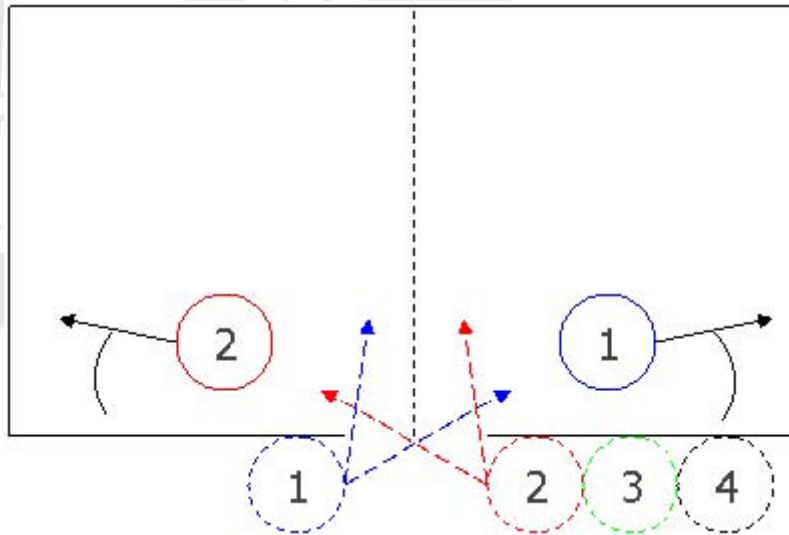
### **Description:**

This type of entry is slower, but safer for less experienced or less aggressive entry teams.

Operator 1 and 2 take up positions of cover on either side of the opening and scan the room for danger. Shooting is done from cover/concealment.

When they are satisfied the room is “safe” they make entry to either side of the opening, by using crossover. If the opening is big, it is possible to use buttonhook.

When operator 1 and 2 have cleared the corners operator 3 and 4 can move in to the room to the left and right of the opening, and provide additional firepower.



### **Pros:**

- The team clears most of the room without entering.

### **Cons:**

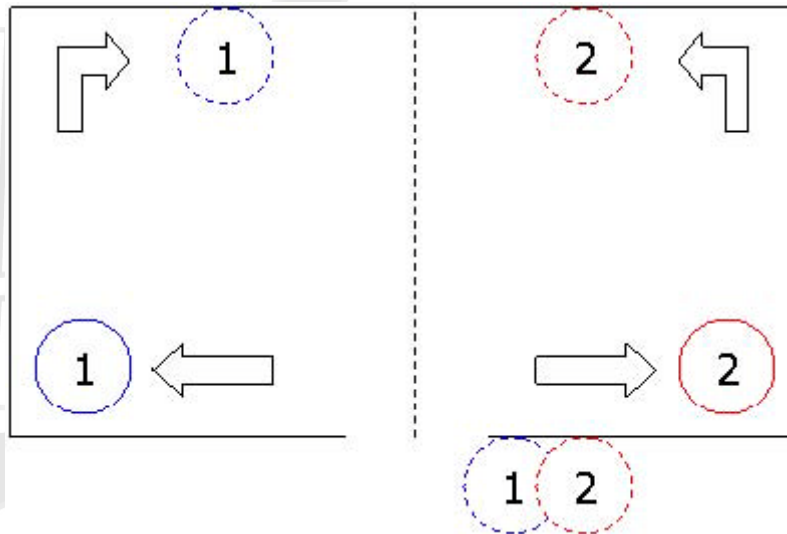
- It takes much practice to time the movement so that it is fast but the operators don't bump in to each other.
- The operators can be exposed for crossfire from each other's weapons.
- Team is compromised after opening the door without entering.

## RUNNING THE WALLS

### **Description:**

Two or more operators enter the room and run to the first corner, where they turn and continue to advance on the next wall. They are clearing the room as they move along the walls.

It is important that they try to stay aligned with each other.



### **Pros:**

- The team clears most of the room, while moving around the wall.

### **Cons:**

- The operators can be exposed for crossfire from each other's weapons.
- Movement around the wall can be difficult depending of the position of furniture in the room.

## 2 MAN WALL FLOOD

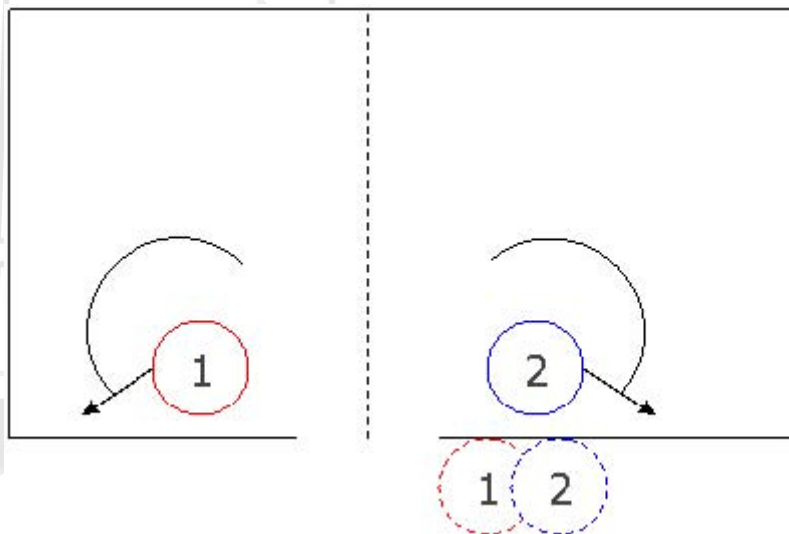
### **Description:**

Two operators get ready by the door, there position in the room is known in advance.

Number one always goes to the left, and clears from the hard corner to past the centre of the room.

Number two always goes to the right, and clears from the hard corner to past the centre of the room.

The operator that stand in the same side as the door opens also have to clear behind the door.



### **Pros:**

- Clearly defined areas of responsibility.
- Direction in room is determined before entry.
- Defined fields of fire.
- Good command and control.
- Can't be out flanked.

### **Cons:**

- Not as quick as some other dynamic methods.
- Doesn't compromise barricades easily.



## 4 MAN WALL FLOOD

### **Description:**

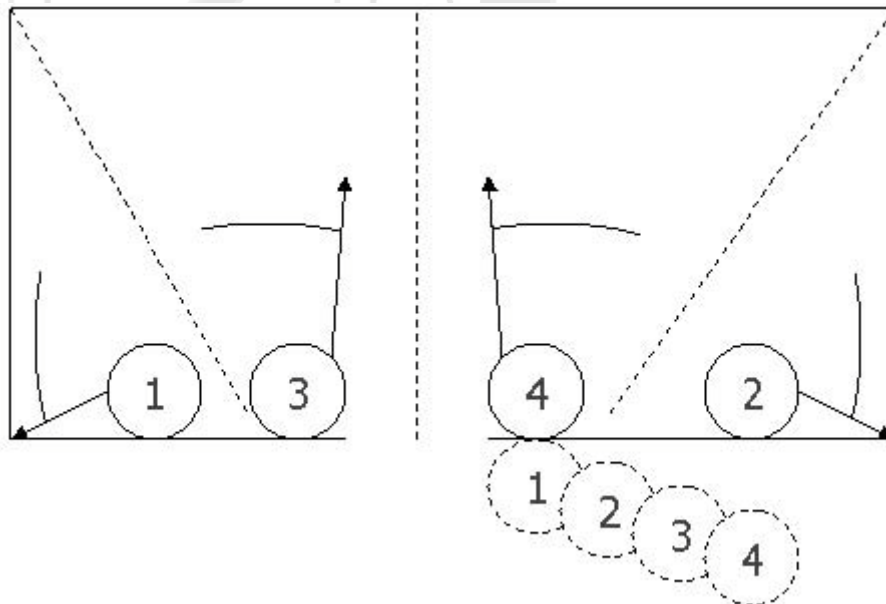
Four operators get ready by the door, there position in the room is known in advance.

Number one always goes to the left, and clears from the hard corner to past the centre of the room.

Number two always goes to the right, and clears from the hard corner to past the centre of the room.

Number tree always goes to the left, and clears from the centre of the room, to the left side of the room.

Number four always goes to the right, and clears from the centre of the room, to the right side of the room.



### **Pros:**

- Clearly defined areas of responsibility.
- Direction in room is determined before entry.
- Defined fields of fire.
- Good command and control.
- Can't be outflanked.

### **Cons:**

- Not as quick as some other dynamic methods.
- Doesn't compromise barricades easily.
- Usually not effective in residential structure due to furniture along the walls.
- No overlap responsibility to the corners.

## 2 MEN PENETRATION

### **Description:**

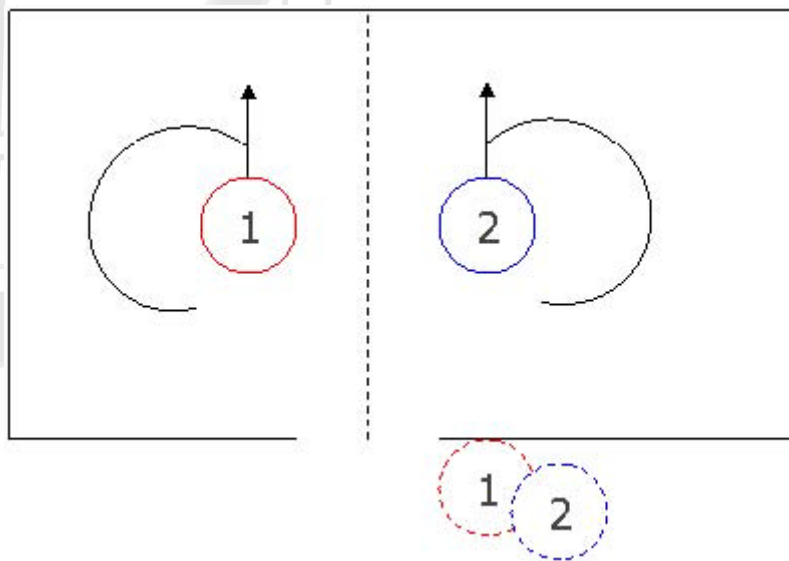
To operators get ready by the door. Their position in the room is known in advance.

Number one always goes to the left, and clears from the centre of the room, to the left side of the doorway.

Number two always goes to the right, and clears from the centre of the room, to the right side of the doorway.

Their position in the room is not on the walls but a few meters in the room, the operators are positioned back to back with a distance big enough, so that other operators can move between the two men in the room if it is a dynamic assault.

This technique is used when there is a big chance that the walls are filled with furniture.



### **Pros:**

- Very quick
- Direction in room is determined before entry.
- Clears some barricades on entry.
- Clearly defined areas of responsibility.
- Overlap coverage to opposite corners.

### **Cons:**

- Can be outflanked.
- Command and control is not as good
- Shooting lanes get tight in a short wall room.

## 4 MEN PENETRATION

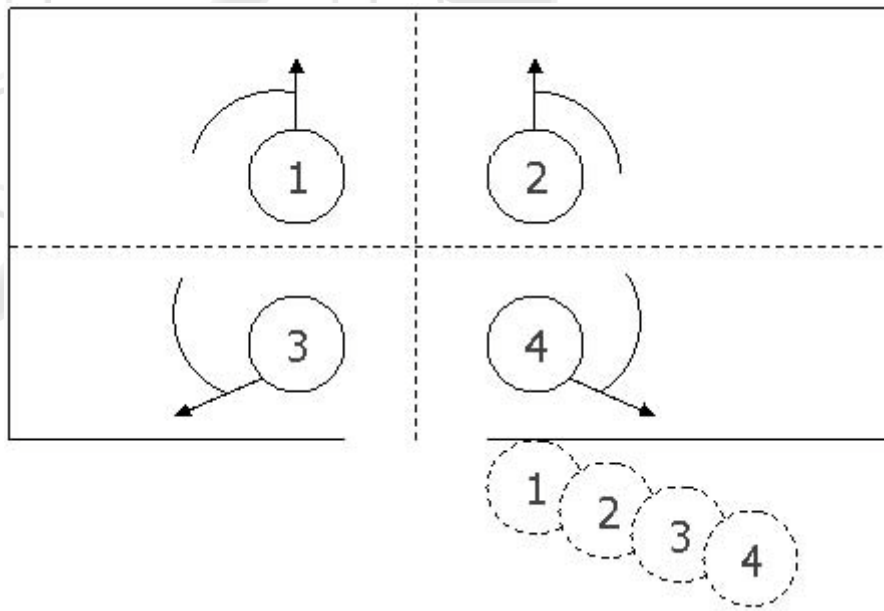
### **Description:**

Four operators get ready by the door. Their position in the room is known in advance.

The first operator always moves to the left and clears from the centre of the room to the left farther corner. The second operator always moves to the right and clears from the centre of the room to the right farther corner. The third operator always moves to the left and clears from the center of the room to the closest left corner. The fourth operator always moves to the right and clears from the center of the room to the closest right corner.

The operators are positioned with their backs turned to each other but maintaining a distance big enough for others to move between them in case of a dynamic assault.

This technique is used when there is a big chance there are walls filled with furniture.



### **Pros:**

- Very quick
- Direction in room is determined before entry.
- Clears some barricades on entry.
- Clearly defined areas of responsibility.
- Overlap coverage to opposite corners.

### **Cons:**

- Can be outflanked.
- Command and control is not as good.
- Shooting lanes get tight in a short wall room.

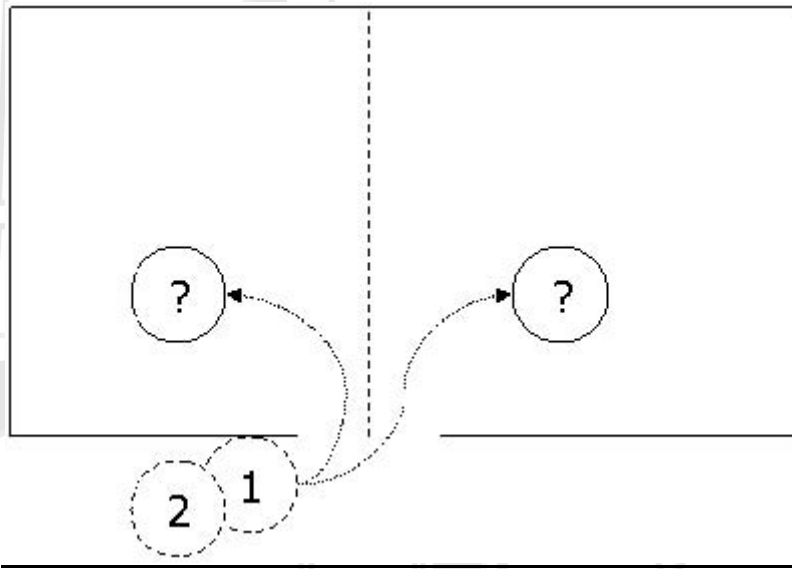
## 2 MEN IMMEDIATE THREAT

### **Description:**

Two operators are ready outside the room.

When the door opens or is opened, the first operator have to decide which side of the opening he will go to, this is determined by the immediate threat in the room. The second operator then takes the opposite side of the room.

In short, the second operator has to react to the man in front of him, accordingly with the threat in the room.



### **Pros:**

- It can be a very fast technique.
- It is a very flexible technique.

### **Cons:**

- It can delay the dynamic entry that the first operator has to decide which way he wants to go.
- It can delay the dynamic entry that the second operator has to focus on which side the first man goes.
- There can be some muzzle sweeping in this technique.

## 4 MAN IMIDIAT THREAT

### **Description:**

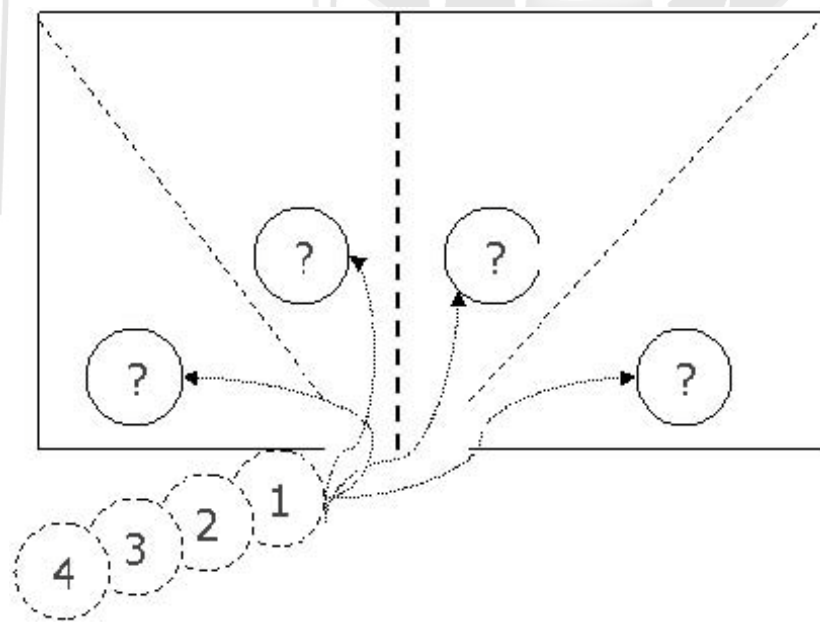
Four operators are ready outside the room.

When the door opens, the first operator has to decide which side of the room he will go to, this is determined by the immediate threat in the room. The second operator then takes the opposite side of the room.

When the first man enters the room he scans for any threat and in case there is one he will move strait towards it while shooting. If no threat is presented he will stay close to the wall, while moving to the nearest hard corner. Same thing goes for the second operator; he moves to the opposite side of the room and also scans for any threat. If he sees one he will move strait towards it while keeping the threat under fire or secured. If no threat is presented he will stay close to the wall, while moving to the nearest hard corner.

Number tree man moves to the same side as number one. If number one is engaging a threat in the middle of the room, number tree will take the hard corner if not he will scan the middle of the room. In case that number one have overlooked a threat number tree will engage it.

Number four man moves to the same side as number two. If number two is engaging a threat in the middle of the room, number four will take the hard corner if not he will scan the middle of the room. In case those numbers two have overlooked a threat number four will engage it.



**Pros:**

- It can be a very fast technique.
- It is a very flexible technique.

**Cons:**

- It can delay the dynamic entry that the first operator has to decide which way he wants to go.
- It can delay the dynamic entry that the second operator has to focus on which side the first man goes.
- There can be some muzzle sweeping in this technique.

## ON LINE FLOOD

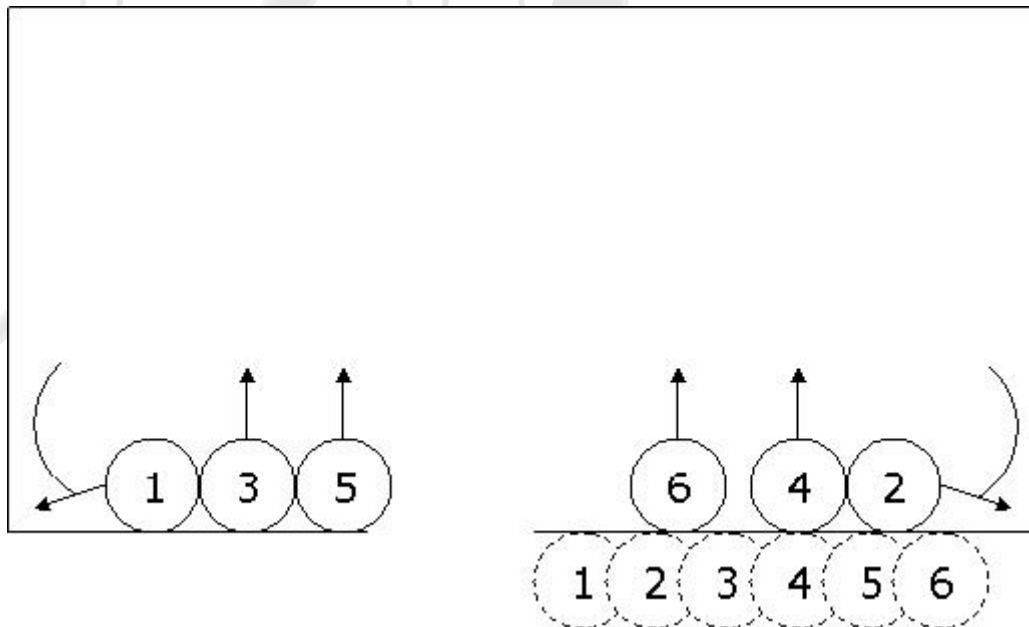
### **Description:**

The team is stacked outside the room, the number of operators depending on size of the room and availability.

The team enters the room. First and second operator take the hard corners and the rest goes opposite of each other, covering the centre of the room. When the team is in place, the leader will give the command: *"ON LINE!"* in order for the team to move forward in the room, while maintaining a line and clearing any obstacle.

In case the room is wider than first assumed the leader should call additional manpower.

This technique is used in large rooms / halls / hangers where there isn't any barricade in the middle of the room.



### **Pros:**

- AOR is clearly defined.
- Good communication.
- Can't be outflanked.

### **Cons:**

- It is a slow technique.
- There is no overlap in the corners.



## POWER SHIFT FLOOD

### **Description:**

The team is stacked outside the room; the amount of operators depending on the room size.

The team enters the room. First and second operators take the hard corners and the rest goes opposite of each other, covering in the centre of the room.

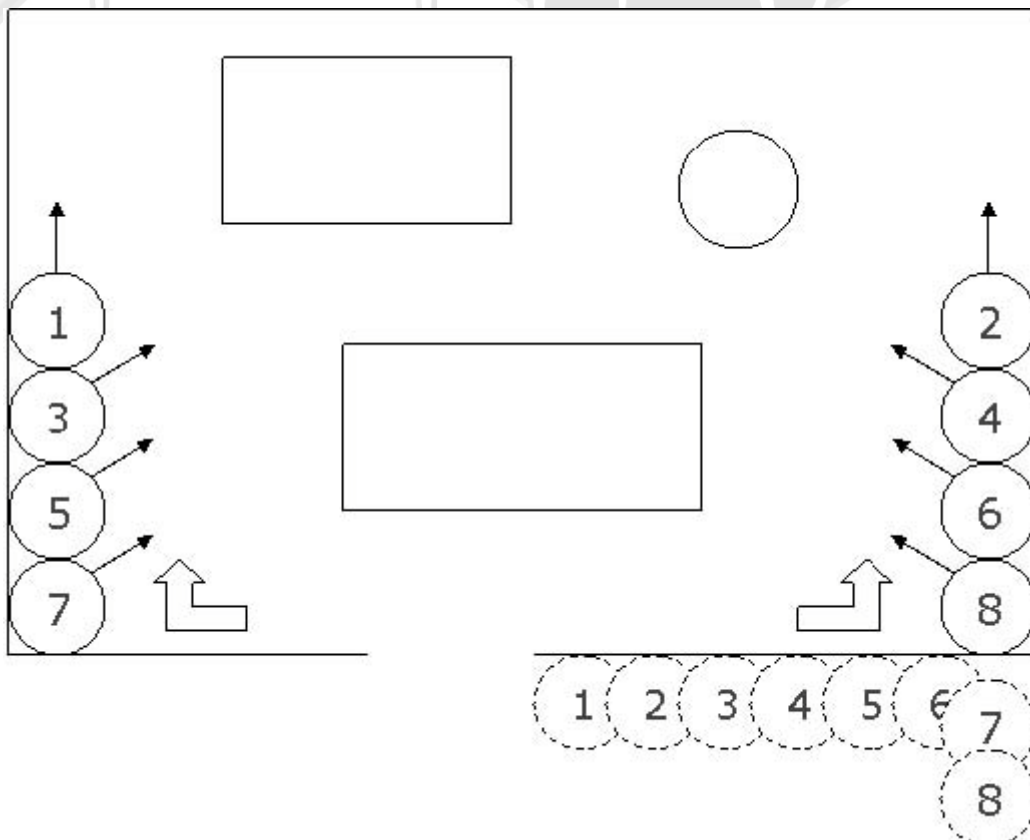
If the room is wider than anticipated the team leader should call additional reinforcements.

When the team is in place, the leader will give the command: "POWER SHIFT!" At this command, the team split in two. Operators right of the entry point will move forward along the right wall in a file formation clearing obstacles while progressing. Operators left of the entry point will move forward, along the left wall in a file formation clearing obstacles while progressing.

It is of the outmost importance to maintain formation and check other team progression on opposite wall.

Crossfire and Friendly fire are potential dangers when applying this technique, therefore the team leader must enforce extra caution.

This technique is used in large rooms / halls / hangers where there are barricades in the middle of the room.



**Pros:**

- Clears big room with barricades.

**Cons:**

- There can be some muzzle sweeping in this technique.
- Bad communication.
- Difficult to master and control.

## SATURATION TECHNIQUE: HALLWAYS

### **Description:**

When the team enters the hall the point man has responsibility to the front.

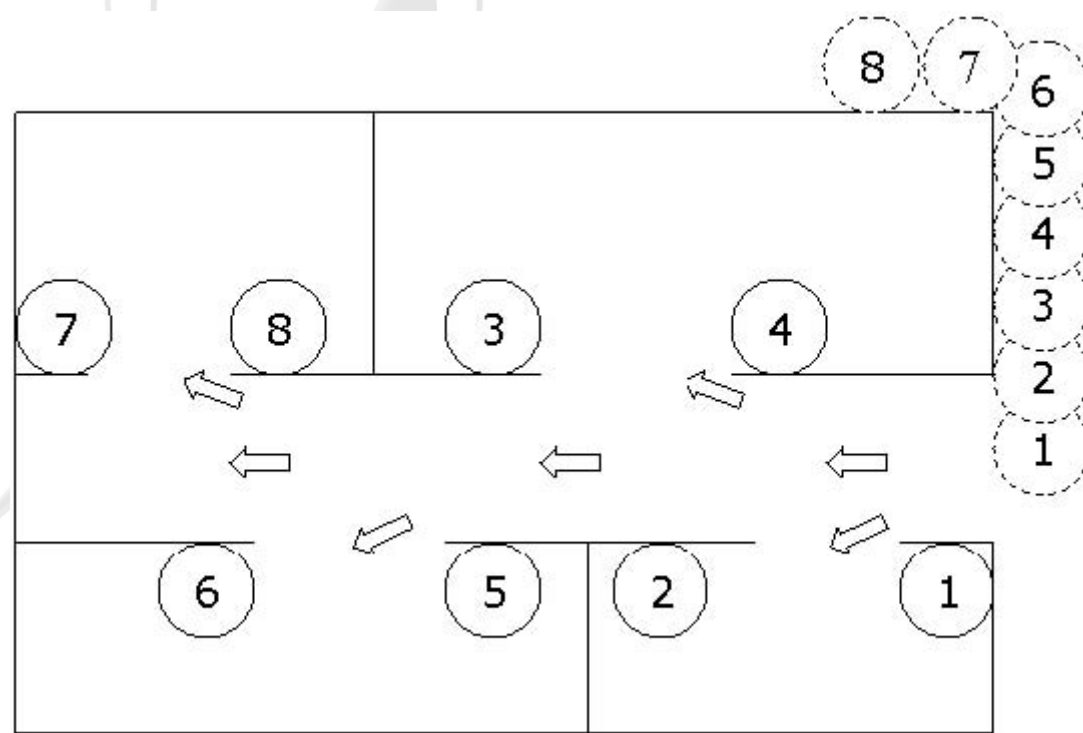
The team moves down the hall clearing rooms as they reach it.

When the point man sees a room, both him and the next in line enters the room and clears it.

The next man in line (in this case the 3<sup>rd</sup>) becomes point man and move past the room being cleared. This action continues down the hall until all rooms are clear.

When a room is cleared and presents no threat, the two operators may exit and regroup assuming positions in the back.

This technique can be used in a hallway where there are a lot of rooms needing to be secured.



### **Pros:**

- It is a very fast technique.

### **Cons:**

- There are only two operators in each room.
- There is no backup to the operators in each room.
- This technique needs a lot of operators.

## SATURATION TECHNIQUE: STACHED ROOMS

### **Description:**

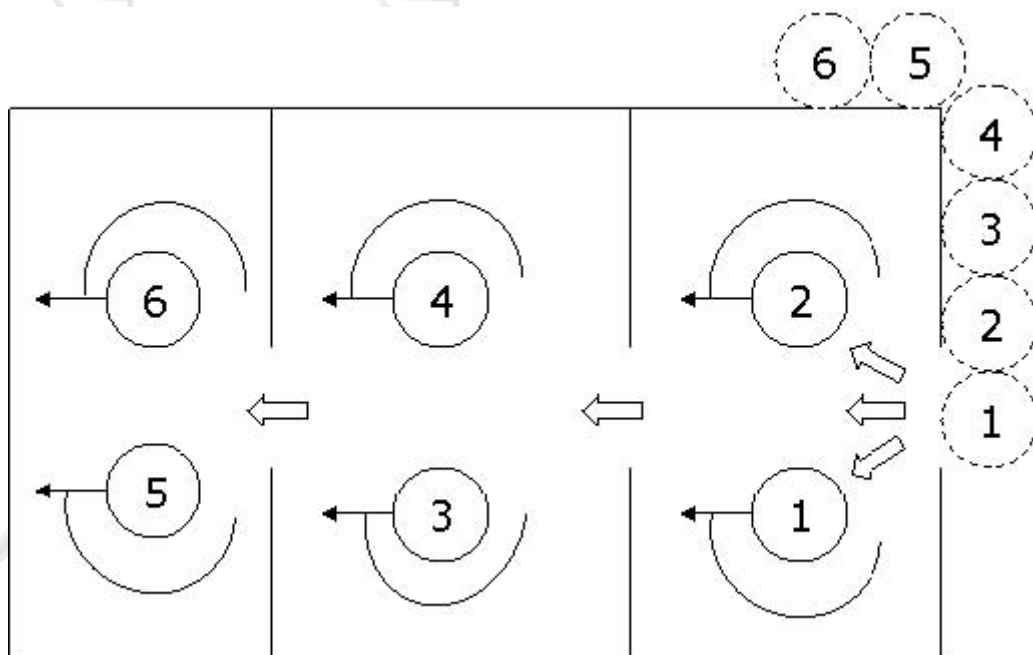
Two operators enter the room and conduct a 2 men penetration technique.

When both of them call: "Clear!" the rest of the team will enter and move pass through the two operators to the next room.

The next in line will make 2 men penetration.

This procedure continues throughout the rooms.

This technique can be used where there are stacked rooms



### **Pros:**

- It is a very fast technique

### **Cons:**

- This technique needs a lot of operators

# THE BALLISTIC SHIELD

## **Description:**

Some teams equip their point man with a ballistic shield to gain additional protection against a surprise shot when carrying out the initial move into a building or up stairways.

A Level IV shield will defeat a .30-06 round and gives the entry team a substantial advantage although it takes practice to use its viewing port effectively and even more practice to shoot effectively using the shield. Ballistic shields are also invaluable should it be necessary to rescue injured team members and/or injured hostages

Some teams have developed a particular drill using ballistic shields in which two men can form a V with their shields, where the one on the left holds his secondary weapon system in the right hand and the one on the right holds his secondary weapon system in the left hand.

If moving into an area where the threat may be concentrated on one side, the shields can be used to form an L.

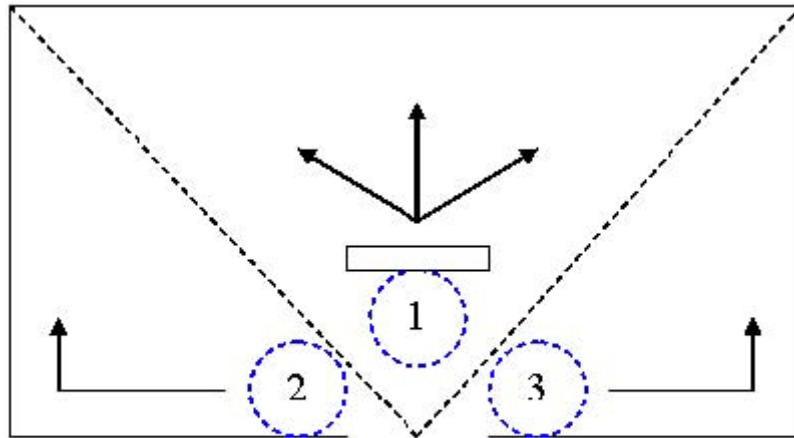
If moving where there is a threat from above, a 'turtle' may be formed by putting one shield towards the front and another overhead.

Any of these techniques involving movement by two or more shield bearers, requires a degree of practice and coordination so that the personnel carrying the ballistic shields can progress effectively.

## **Room entry with the ballistic shield:**

When it comes to clear individual rooms however a shield can slow down the operation. Using a ballistic shield is good in a barricaded subject call, but is not wise for hostage rescue. The biggest problem with the shield is that the operator is reduced to shooting a pistol and this has to be done one handed. When deciding to use a shield, one must consider the value of increased ballistic protection vs mobility loss and use and secondary weapon system accuracy.

The best way to use a shield in rooms is the 3 man formation shown in the diagram. The first man is equipped with a shield and a handgun. He will move straight into the room clearing everything to his front, operator one and two takes the hard corners and move into the room.



**Pros:**

- Defined areas of responsibility.
- Direction in room is determined before entry.
- Defined fields of fire.
- The first operator in the room has a better protection.

**Cons:**

- Not as quick as some other methods.
- The first operator has to use a secondary weapon system one-handed.

## LINEAR RANGE ASSAULT

A linear range is exactly what it sounds like: dual rows of targets like buses, trains and planes. The ordinary soldiers would seldom be called upon to solve a clearing situation involving linear targets, nevertheless it is good to be prepared as all of these are common forms of transportation and easy targets for terrorists.

### **Buses:**

By assaulting a bus from the front or rear you have many targets in line, some hostile and some friendly. By assaulting from the side with short ladders, or pickup trucks, several operators can engage several hostile targets simultaneously.

Entry is then made through the conventional door requiring a minimum of 4 operators.

The first two operators that enter the bus from the front, fall to the sides into a seat, and provide cover down the rows. The rest of the operators advance down the aisle covering left and right in order to secure the vehicle.

### **Trains:**

Trains are very similar to buses except that the windows are usually higher. A moving train may have to be assaulted by helicopter, with the team using ropes and sledge-hammers to gain entry.

### **Aircraft:**

The toughest problem a team would have to face.

Pre-formed, shaped cutting charges have proven very effective for some teams, while others know the planes well enough to be able to open the doors from the outside. This requires close coordination with the airline engineering staff.

The actual shooting problem is different from that of a bus, in that the windows are too small and too strong to breach. Entry must be made through several points simultaneously and the hostage-takers engaged in that manner. Warnings must be yelled to the passengers, and the team members should try to stay out of the aisles. Fall to the side, into a seat, and shoot over or around cover.





# RAPPEL SHOOTING

Have a competent **rappel master** set the ropes and check each man's harness and hardware. Even under the low stress of training, team members can forget essential safety procedures.

## Initial training:

The trainees' first exposure to rappel shooting, after rappel training, should be on a low wall, a few feet off the ground. He should be allowed to master the technique and learn to shoot accurately before adding the stress of height.

## Sniper supported:

Whenever moving on the roof or face of a building, the rope team should have available cover fire. Snipers covering the windows and fire escapes have proven an excellent solution. Snipers should be posted on facing buildings where they may have a clear view of any possible suspect movement.

## Simultaneous door assault:

One of the best uses of rappel shooting is where the assault team intends to enter through the interior door but needs a diversion. Two or three team members rappel down the face of the building and engage the occupants with pistol or submachine gun fire through a window. As the occupants' attention is drawn to the window assault, the primary assault team gains the momentum to take the "bandits" by surprise.

Another thing to take in consideration is rappelling weak-handed as it allows the operator to use his strong hand for shooting. Also, If a breaking device like Petzel STOP is used, the operator will be free to shoot two-handed.

In case the rappel team draws too much fire upon themselves they can drop down to the ground or the cover of the next level.

Also, if a suspect leans out the window to shoot down the rappel team members, he or she will be neutralized by the snipers.

## Rappel entry:

When rappel is the selected form of entry, windows may have to be broken with sledge-hammers, crowbars or sections of pipe. In extreme cases frame charges may have to be used to blow the heavy glass of reinforced windows that are common on embassies.

The entry team will enter from either side of the window by hooking one leg around the window frame while slacking their ropes with the outside hand and shooting with the inside hand (the hand closest to the window) - not an easy exercise but one that should be mastered nonetheless.

Rappels of several floors can generate a lot of heat from friction, and require heavy leather gloves. These heavier gloves are very difficult, if not impossible to shoot with. Tactical rappels should be confined to three or four floors, where lighter gloves can be used and the weapons easily manipulated. Remember, tactical rappelling is not necessarily fast, but it must be Silent. Avoid loose gear, bouncing on the walls, letting a submachine gun hit against the handgun or accidentally putting a foot through a window.